



FIREMON CF Cheat Sheet

Ground Cover Codes

Ground Cover Code	Ground Cover Description
ASH	Ash (organic, from fire)
BAFO	Basal Forb
BAGR	Basal graminoid
BARE	Bare soil (soil particles < 2 mm)
BARR	Barren
BASH	Basal shrub
BATR	Basal tree
BAVE	Basal vegetation
BEDR	Bedrock
BOUL	Boulders (round and flat)
CHAN	Channers (2-150 mm long)
CHAR	Char
CML	Cryptogams, mosses and lichens
COBB	Cobbles (75-250 mm)
COGR	Coarse gravel (20-75 mm)
CRYP	Cryptogamic Crust
DEVP	Developed Land
FIGR	Fine gravel (2-5 mm)
FLAG	Flag stones (150-380 mm long)
FLBO	Flat boulders (>600 mm long)
FLST	Flat Stone (380-600mm long)
GRAV	Gravel (2-75 mm)
LICH	Lichen
LITT	Litter and Duff
MEGR	Medium gravel (5-20 mm)
MOSS	Moss
PAVE	Pavement
PEIC	Permanent Ice
PEIS	Permanent Ice and Snow
PESN	Permanent Snow
ROAD	Road
ROBO	Round boulder (> 600 mm)
ROCK	Rock
ROST	Round stone (250-600 mm)
STON	Stones (Round and flat)
TEPH	Tephra volcanic
TRIC	Transient Ice
TRIS	Transient Ice and Snow
TRSN	Transient Snow
UNKN	Unknown
WATE	Water
WOOD	Wood
X	Did not assess

Canopy Cover Classes

Code	Cover Class
0	Zero percent cover
0.5	>0-1 percent cover
3	>1-5 percent cover
10	>5-15 percent cover
20	>15-25 percent cover
30	>25-35 percent cover
40	>35-45 percent cover
50	>45-55 percent cover
60	>55-65 percent cover
70	>65-75 percent cover
80	>75-85 percent cover
90	>85-95 percent cover

Status Codes

Code	Description
L	Live
D	Dead
NA	Not Applicable

Precision

Component	Standard
Cover	<u>±</u> 1 class
NRF	No error
Height	<u>±</u> 10 percent

